MERISIEL

ROGUE 3

ANCESTRY ELF (FORLORN)
BACKGROUND CRIMINAL

SPEED 35 FEET
PERCEPTION +8 (EXPERT)
LOW-LIGHT VISION

ALIGNMENT CHAOTIC NEUTRAL

LANGUAGES COMMON, ELVEN, GNOLL

STRENGTH	DEXTERITY	CONSTITUTION
STR 14 MODIFIER (+2)	**DEX** 18 MODIFIER (+4)	**CON** 12 MODIFIER (+1)

INTELLIGENCE	WISDOM	CHARISMA
INT 12 MODIFIER (+1)	**WIS** 12 MODIFIER (+1)	**CHA** 10 MODIFIER (+0)

STRIKES

MELEE ❖ *+1 rapier* +10 (deadly 1d8, disarm, finesse), 1d6+4 piercing
❖ dagger +9 (agile, finesse, versatile S), 1d4+4 piercing

RANGED ❖ dagger +9 (agile, thrown 10 feet, versatile S), 1d4+2 piercing
❖ shortbow +9 (range 60 feet, deadly 1d10), 1d6 piercing

SKILLS

ACROBATICS [DEX] +11 ●●	**ARCANA [INT]** +1	**ATHLETICS [STR]** +7 ●
CRAFTING [INT] +6 ●	**DECEPTION [CHA]** +5 ●	**DIPLOMACY [CHA]** +0
INTIMIDATION [CHA] +5 ●	**UNDERWORLD LORE [INT]** +6 ●	**LORE [OTHER]** +1
MEDICINE [WIS] +6 ●	**NATURE [WIS]** +1	**OCCULTISM [INT]** +1
PERFORMANCE [CHA] +0	**RELIGION [WIS]** +1	**SOCIETY [INT]** +6 ●
STEALTH [DEX] +9 ●	**SURVIVAL [WIS]** +6 ●	**THIEVERY [DEX]** +11 ●●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Forlorn
CLASS FEATS	Trap Finder, Quick Draw
SKILL FEATS	Cat Fall, Experienced Smuggler, Streetwise, Wary Disarmament
GENERAL FEATS	Fleet*
CLASS FEATURES	deny advantage, racket (thief), sneak attack +1d6, surprise attack

*Abilities with an asterisk have already been calculated into Merisiel's statistics and do not appear elsewhere.

DEFENSES

HIT POINTS	ARMOR CLASS	
33	20	
FORTITUDE +6	**REFLEX** +11	**WILL** +8

Forlorn: Merisiel has a benefit on saves against emotion effects.

EQUIPMENT

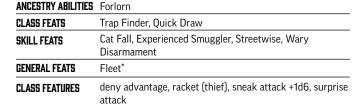|	
BULK	**Worn:** 4, 4 L; **Stowed:** 1, 4 L
WORN	backpack, leather armor, sheath (10), thieves' tools (2 replacement picks), caltrops, dagger (9), *lesser healing potion* (2), *+1 rapier*, shortbow (10 arrows), *sleep arrow*
STOWED	bedroll, crowbar, flint and steel, grappling hook, hammer, piton (5), rations (3 weeks), rope (50 feet), torch (5), waterskin
WEALTH	3 gp, 4 sp, 1 cp

WHAT IS A ROGUE?

You are a skilled and opportunistic adventurer, adept at sneaking, fast-talking, vaulting over obstacles, disabling traps, and striking unaware enemies.

EQUIPMENT

The following rules apply to Merisiel's equipment.

Agile (trait): The multiple attack penalty you take on the second attack each round with this weapon is –4 instead of –5, and –8 instead of –10 on the third and any further attacks in the round.

Backpack: A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

Caltrops: You can scatter caltrops in an empty square adjacent to you with an interact action. The first creature the moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking persistent bleed damage from caltrops takes a –5 foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding.

Deadly (trait): When you critically succeed at an attack with this weapon, add the listed additional damage die. Roll this after doubling the weapon's damage.

Disarm (trait): You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of failure rather than critical failure. On a critical success, you still need a free hand if you want to take the item.

Finesse (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

Grappling Hook: You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

☐☐ **Healing Potion, Lesser** (consumable, healing, magical, necromancy, potion) **Activate ❖** (Interact)**; Effect** Upon drinking this potion, you regain 2d8+5 Hit Points.

☐ **Sleep Arrow** (enchantment, incapacitation, mental, sleep) **Activate ❖** (Interact)**; Effect** An activated sleep arrow deals no damage, but a living creature hit by it is subject the effects of a *sleep* spell, as specified below (DC 17 Will save). If the creature falls unconscious from this spell, it doesn't fall prone or release what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check.

    Critical Success The creature is unaffected.

    Success The creature takes a –1 status penalty to Perception checks for 1 round.

    Failure The creature falls unconscious. If it's still unconcious after 1 minute, it wakes up automatically.

    Critical Failure The creature falls unconscious. If it's still unconcious after 1 hour, it wakes up automatically.

Thieves' Tools: You need these tools to Pick a Lock or Disable a Device.

Thrown (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Versatile (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

FEATS AND ABILITIES

Merisiel's feats and abilities are described below.

Cat Fall: You treat falls as 10 feet shorter.

Deny Advantage: You aren't flat-footed to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.

Experienced Smuggler: You are adept at smuggling items past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you've concealed, the GM uses the number rolled or 10 as the number rolled, whichever is higher. This provides no benefit when a creature attempts a Perception check to actively search you for hidden items.

Forlorn: You gain a +1 circumstance bonus to saving throws against emotion effects; if you roll a success on a saving throw against an emotion, you get a critical success instead.

Quick Draw ❖ You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

Racket (thief): When you attack with a finesse melee weapon, you can add your Dexterity modifier to damage rolls instead of your Strength modifier.

Sneak Attack: If you Strike a creature that has the flat-footed condition with an agile or finesse melee weapon or unarmed strike, with a ranged attack, or with a thrown weapon that has the agile or finesse trait, you deal an extra 1d6 precision damage.

Streetwise: You can use your Society modifier instead of your Diplomacy modifier to Gather Information. In any settlement you frequent regularly, you can use the Recall Knowledge action with Society to know the same sorts of information that you could discover with Diplomacy to Gather Information.

Surprise Attack: When you roll Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to you.

Trap Finder: You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching (you still need to meet any other requirements to find the trap). You can disable traps that require a proficiency rank of master in Thievery.

Wary Disarmament: If you trigger a device or set off a trap while disarming it, you gain a +2 circumstance bonus to your AC or saving throw against the device or trap. This applies only to attacks or effects triggered by your failed check, not to later ones (like from a complex hazard).

Whisper Elf: You can Seek to sense undetected creatures in a 60-foot cone, and you gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet when using the Seek action.